

# THE DEMILICH

AN OTHERWORLDLY PATRON FOR WARLOCKS



## CREDITS

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# OTHERWORLDLY PATRON – THE DEMILICH



As a servant of a demilich, you are granted dominion over the undead and are set to become one with undeath itself. You are granted many abilities that allow you to act more as an undead creature would, and even take the form of one if you wish.

## EXPANDED SPELL LIST

The Archlich lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### Spell Level Spells

1st	Bane, Inflict Wounds
2nd	Blindness/Deafness, Magic Weapon
3rd	Animate Dead, Bestow Curse
4th	Evard's Black Tentacles, Vitriolic Sphere
5th	Antilife Shell, Cone of Cold

## INHERITANCE OF UNDEATH

Starting at 1st level, you gain resistance to poison damage and gain darkvision up to 60 ft.

## ESSENCE DEVOUR

Also at 1st level, you can drain the life force of a recently deceased individual. As an action, you can touch the corpse of a humanoid that has died within the last 24 hours and gain hit points equal to  $1d4 +$  your Charisma modifier. The health regained increases to  $2d4$  at 6th level and  $2d8$  at 10th level. Once you use this feature, you cannot use it again until you finish a short or long rest.

## UNDEAD FORM

Starting at 6th level, your patron grants you the ability to transform into an undead creature. You can use your action to magically assume the shape of an undead that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your warlock level determines the undead creatures you can transform into. You can transform into any undead that has a challenge rating equal to  $1/3$  of your Warlock level and is a Medium creature. For example, at 6th level you can transform into a Ghast.

You can stay in an undead form for a number of hours equal to your Charisma modifier. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Similarly to the Druid's Wild Shape feature, the following rules apply when you are transformed:

- Your game statistics are replaced by the statistics of the undead creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in undead form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your undead form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *witch bolt*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

## CORRUPT INTO UNDEATH

Starting at 10th level, you can transform a living creatures into undead servants. As an action, you can choose a non-undead, non-construct living creature you can see within 30 feet. That creature must make a constitution saving throw. The creature makes this roll with advantage if it has more than half of its total hit points. If the creature fails, it slowly begins turning into an undead creature. At the beginning of its next turn, it repeats the save. On a failed save, the creature becomes an undead servant of yours for the next 8 hours, after which it dies. Its game statistics remain the same as if it were alive, however it is an undead creature and its maximum hit points is reduced by half. Once you use this feature, you cannot use it again until you finish a long rest.

## ENTER THE ETHEREAL

Starting at 14th level, you can enter the ethereal plane as a bonus action. You can remain in the ethereal plane for up to 1 minute, after which you immediately return to the plane you originated from in the spot you currently occupy.

If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

You can willingly end the effect early as a bonus action on your turn. You can use this feature a number of times equal to your charisma modifier, and you regain all uses when you finish a long rest.